

Instead of dice, this resolution system uses a printable PDF deck of “Success” and “Failure” cards (or a standard 52-card deck of playing cards using black cards for “Success” and red cards for “Failure”). Find a printable Deck of Fates at emberwindgame.com/game/resources.

STEP 1 IDENTIFY THE SKILL

Your Skills may be challenged during role-playing or adventuring. When faced with a challenge, first identify the Skill being used.

Campaigns: The Skill is identified by the Crossroad Encounter.
Custom Content: Your Storyteller will identify the Skill(s) they feel is most applicable. Refer to the Skills chapter in the *EMBERWIND Hero Manual* for examples.

STEP 2 DEAL “SUCCESS” CARDS

The Storyteller deals a number of “Success” cards equal to the Hero’s Skill Value in the relevant Skill. If the Hero has a modifier to their Skill Check, the Storyteller adds or subtracts that many “Success” cards from the pile to reflect the added ease or difficulty.

TIP: Remember that in *EMBERWIND*, positive modifiers (such as a +5 Difficult Circumstance Modifier) reflect added difficulty on a roll and cause “Success” cards to be removed to make room for additional “Failure” cards. Negative modifiers reflect added ease and cause “Success” cards to be added.

STEP 3 ADD “FAILURE” CARDS TO THE DECK

Add enough “Failure” cards to create a deck of 20 cards in total.

STEP 4 ROLE-PLAY SCENE

The Storyteller and Hero role-play the scene, adding a “Success” card to the base deck each time the player’s role-play supports their goal, or a “Failure” card each time their role-play does the opposite, until they reach a natural stopping point.

Multiplayer Variant #1: The entire exchange can also be judged by the playing group. If the group finds the overall interactions by the role-playing Hero supportive of their goal, two bonus “Success” cards are added to the base deck. If the group finds the overall role-playing of that Hero to do the opposite, two bonus “Failure” cards are added to the base deck instead.

Multiplayer Variant #2: Other Heroes may get involved in the scene and play supporting (or sabotaging) roles. If they act in manners that help support the primary role-playing Hero toward their goal, add up to one bonus “Success” card per Hero who contributes. Each Hero who acts in a manner that achieves the opposite will add up to one bonus “Failure” card per Hero instead.

STEP 5 IDENTIFY ADVANTAGE/ DISADVANTAGE

Each favourable condition to the Skill Check grants a Stack of Advantage. Each unfavourable condition grants a Stack of Disadvantage. When multiple sources of Advantage and/or Disadvantage are applied to a Check, add all Stacks of Advantage before subtracting all Stacks of Disadvantage. If the result is positive, you have that many Stacks of Advantage. If the result is negative, you have that many Stacks of Disadvantage. If the result is 0, the Stacks cancel each other out.

STEP 6 DRAW RESULT

The Storyteller shuffles the deck and the Hero draws to determine whether the overall exchange was successful. Usually, the Hero draws 1 card, but the Hero may draw multiple cards if Advantage or Disadvantage applies to the Skill Check.

When your Hero has Advantage, draw that many additional cards and select the best result of all cards drawn. If your Hero has Disadvantage, draw that many additional cards and select the worst result.

Emberwind Sparks and the Deck of Fates: Emberwind Sparks can be used in Step 2 to add “Success” cards to the deck before “Failure” cards are added in Step 3, or can be saved to add “Success” cards in Step 5 after the scene has been role-played and Advantage/Disadvantage has been determined. Emberwind Sparks cannot be played after cards have been drawn.

EXAMPLE

Piper (a Hero role-played by a player) is trying to convince her grandfather Kendrick Maddox (a Character role-played by the Storyteller) to reveal his motivations as he sends her on a dangerous airship mission.

The Storyteller determines that a Fast-Talk Check is needed to keep Kendrick talking until he reveals his plans. Piper's Fast-Talk Skill is 8, so the Storyteller deals 8 "Success" Cards.

In the previous Encounter, Piper's party was caught concealing a stolen hearth crystal from Kendrick, so she has a +5 Difficult Circumstance Modifier on her Skill Check. The Storyteller removes 5 "Success" Cards, leaving 3.

Next, the Storyteller tops up the deck to 20 cards by adding 17 "Failure" cards. The odds are not in Piper's favour, but a Hero is not easily discouraged.

The player opens the role-playing exchange speaking as Piper: "Grandfather, you're sending me on a mission whose dangers even you don't understand. The least you can do is tell me what you have planned."

The Storyteller notes that Piper made a good point and adds a "Success Card" to the deck, then gives Kendrick's response: "I trust you, granddaughter, and I trust your companions—to an extent. But loose lips scuttle ships, and for now, I'd prefer to keep your ship safely on its course."

Piper is quick with her reply. "You've asked me to take up the mantle of leading this family, Grandfather. You can hardly expect me to helm a ship when I don't know where it's going."

The Storyteller adds another "Success" Card to the deck as Kendrick considers her point.

As he thinks, Piper becomes impatient. She fumes, "Is the life of your only surviving heir really worth so little to you?"

The Storyteller sees this as a misstep. Kendrick Maddox nurses the losses of his family like a wound, and he refuses to show weakness in front of his subordinates. He adds a "Failure" Card to the deck and replies tersely, "Patience, Piper. Do not be so quick to assume that because you fail to see the grander design, it is not there."

A silence falls, and the Storyteller decides that the scene has reached a natural stopping point. He shuffles the deck and offers it to Piper's player to draw a card.

The player decides that this is a critical moment and announces she is using her Emberwind Spark, an Item that lets her apply a +4 or -4 modifier to a Roll Result. For the Deck of Fates, this allows her to add 4 "Success" cards to the deck at any point before drawing.

The Storyteller adds 4 "Success" cards to the deck and reshuffles it. There are now 9 "Success" cards and 18 "Failure" cards.

Luckily Piper's Anchor with Kendrick Maddox gives her Advantage on this Skill Check, meaning she can draw 2 cards when determining the result of the Skill Check. The player draws 2 cards. The first is a "Failure," but luckily, the second is a "Success." Piper has beaten the odds, and Kendrick will reveal some of his plans to her.

PRINTING AND ASSEMBLING YOUR DECK OF FATES

A printable PDF of Deck of Fates cards is available at emberwindgame.com.

